

### GENERAL RULES

1. Any violation of good sportsmanship will lead to disqualification for the weekend.
2. Decision of the head judge(s) will be final.
3. Before the starting signal of any event all the competitors in the event will be allowed to get completely ready for the event in a reasonable amount of time.
4. Any team which does not follow the rules and/or proper procedures for the events will be disqualified from the event at the discretion of the other team captains and the judges.
5. Alternates -- There may be only one alternate per team. If in the case of injury to a regular team member the alternate may be put in to take that individual's place. This can only be done with the consent of the head judge. Once the alternate is in the competition, the man who was replaced may not come back into the contest. An alternate for one team may not be interchanged with that of another team.
6. Only teams consisting fully of undergraduates will be counted toward the trophy. Graduates may compete on teams but the teams will not be counted.



Rules for 1966 Northeastern Intercollegiate Woodsmen's Weekend

Fishing Events

I. General Rules on Equipment:

- A. Fly rods may be no longer than nine feet, and no heavier than six ounces.
- B. Fly line may not be heavier than a "C" and may have no splice less than seventy feet from the leader. Line must be of uniform color, and level (no tapered line).
- C. Reel may be of any type.
- D. Spin casting rods may be no longer than nine feet.
- E. Spin casting line shall be monofilament.
- F. The spin plug 5/8 ounce, fly leader, and fly will be provided by sponsoring committee.
- G. Spectators and other members of the team will remain behind the participants. Only the judges will be in front of the participants.

II. Fly Casting for Accuracy:

- A. Purpose will be to cast a fly into a target area from various distances for accuracy.
- B. Entrants:  
Each team will enter three men who may not compete in bait casting for accuracy.
- C. No special equipment.
- D. Procedure:
  - 1. Each entrant will have a total of nine casts, three at each of the distances of thirty, forty, and fifty feet.



2. The line may not hit the ground before the cast. Wherever or whenever the line touches the ground it will be counted a cast and the line will be stripped into at least the length of the rod.

E. Scoring:

1. The target will be a five foot circle with an inner two-and-one-half foot circle both of which will be marked in outline on the ground.

Points for Accuracy Fly Casting

	<u>Inner Circle</u>	<u>Outer Circle</u>
First Cast	6	3
Second Cast	4	2
Third Cast	2	1

2. A cast hitting either line will count the higher of the two appropriate possible scores.
3. The team score will be determined on the basis of the total points won by the three team entrants.

III. Spin Casting for Accuracy

- A. The purpose of the event will be to cast a plug into a target area from various distances for accuracy.
- B. Each team will enter three men who have not competed in fly casting for accuracy.
- C. No special equipment.
- D. Procedure:

Each entrant will have a total of nine casts, three at each of the distances of forty, fifty, and sixty feet.



E. Scoring:

1. The target and scoring procedure will be the same for this event as that described for fly casting for accuracy.
2. The team score will be determined from the total points won by the three team entrants.

THE WOODS EVENTS

I. Felling and Twitching:

- A. The purpose of this event will be for the entrants to fell a pole as accurately as possible and twitch it, both in the shortest possible time.

B. Entrants:

Each team will enter two men to fell the tree who may not compete in the fire building or scoot loading. The other four team members will do the twitching.

C. Special Equipment:

1. Only axes may be used.
2. The target (a stake provided by the host) will be placed a distance of not less than 10 feet from the base of the felling pole at a position left to the choice of the choppers.
3. A 15 ft. rope to be provided by the team.

D. Procedure:

1. Prior to the starting signal the two entrants who will fell the tree will place their stake (the stake must be perpendicular to the ground). The Twitching Rope uncoiled and unknotted, may be left near the pole.
2. At the starting signal the two men felling will proceed to chop down the White Spruce pole between the prescribed marks.



They may not chop together but must alternate as they desire.  
Once falling the pole may not be touched.

3. When the tree is felled the other four team members will run from behind a prescribed line (100 ft. from the pole) to the pole and twitch it back across the same line.

E. Scoring:

1. The score for the felling part of the event will be based on the distance perpendicularly measured from the center of the pole's impact to the center of the stake. The measurement will be made by a scorer immediately after the tree has fallen to the nearest foot. The scoring will go as follows:

hit = 100 pts., nearest foot = 90 pts.; nearest 2 feet = 80 pts.; nearest 3 feet = 70 pts.; ....., more than 5 ft. = 0 pts.

2. The score for the twitching will be based on the entire time for the felling event starting from the starting signal to chop and stopping when the entire log is across the line.

II. Crosscut Sawing:

- A. The purpose of this event shall be to cut through an 8" diameter section marked off on your felling pole, with a crosscut saw for speed.
- B. Each team shall enter three two-man crosscut teams.
- C. Special Equipment:
  1. Only one crosscut saw will be used by a team throughout this event; each of the three two-man crosscut teams shall use the same saw.

D. Procedure:

1. Each of the three two-man teams shall cut two discs from the cant.



2. The cant may be marked for cutting prior to the starting signal.
3. All teams will use the set up provided by the sponsoring school, but the height of the saw horse may be adjusted by the team. No materials will be supplied by the sponsoring school for adjustment of saw horse height. If a team changes the height of a saw horse, upon completion of the event that team will put the horse back to its original height. All adjustments may be made prior to the starting signal.
4. At the starting signal, the first two-man team shall start cutting its two discs. When the second disc is completed, the second and third two-man teams shall take over the saw successively, until the sixth cut has been completed, at which point the timing will stop.

E. Scoring:

1. The total time from the starting signal until the third two-man team finishes its second disc will be used to determine the team score.
2. Once started, the timing of a team will not be stopped for any reason other than team withdrawal from the event.
3. A complete disc must be cut with bark around on all its margin. A cut resulting in a disc of less size must be re-cut to yield a satisfactory disc.
4. Entrants will use no lubricants on the saw once the contest has started.
5. No nails may be used.



### III. Bucksawing:

A. The purpose of this event shall be to cut through a 7" diameter section marked off on the felling pole with a bucksaw for speed.

B. Entrants:

Each team shall enter six men.

C. Special Equipment:

1. Only one bucksaw may be used by a team during this event.

2. Only standard bucksaw blades may be used.

D. Procedure:

1. Each entrant must cut two complete discs from the cant.

2. The cant may be marked for cutting prior to the starting signal.

E. Scoring:

1. The team score will be determined from the timing for this event which will be from the starting signal until the twelfth disc is cut off.

2. Once started, the timing for this event will not be stopped for any reason other than team withdrawal from the event.

3. A complete disc must be cut with bark around all its margin.

A cut resulting in a disc of less dimensions must be re-cut to yield a satisfactory disc.

4. Entrants may use no lubricants on the saw once the contest has started.

5. No nails may be used.

### IV. Wood Dhopping:

A. The purpose of this event will be to chop through a higher marked section on the White Spruce felling pole for speed.



B. Entrants:

Each team shall enter three men who may not compete in the splitting event.

C. The teams shall use the set up provided by the committee.

Nails may not be used.

D. Procedure:

1. Cants may be marked out for cutting prior to the starting signal.
2. The log must be completely cut through before the next man may start.
3. Entrants may elect to stand on the cant or the ground while chopping.
4. The second man may not begin his cut until the first man has completed his cut. The third man may not start until the second man is finished.

E. Scoring:

1. The team score for this event shall be determined from the timing, which will be from the starting signal until the third cut is complete.
2. Timing for this event will not be stopped for any reason other than team withdrawal.

V. Splitting:

A. The purpose of this event will be to split bolts of wood into four pieces with an axe for speed.

B. Entrants:

Each team shall enter three men who may not compete in the wood chopping event.

C. The axe used for the splitting event may not be a tie-axe, broad-head axe, or a sleeper axe.



D. Procedure:

1. Each entrant shall quarter three bolts of birch.
2. Each quarter split must run the full length of the bolt and must show at least one square inch of wood exclusive of bark on each end.
3. It shall be the responsibility of each entrant to determine when he has satisfied the requirement of three bolts quarter-split and to notify the next team entrant to start. The time will stop when the third man has completed all his bolts.

E. Scoring:

1. Failure to quarter-split a bolt shall result in a penalty of the total time added on.
2. The team score shall be determined by the total time for the three team entrants to quarter-split three bolts each.

VI. Pulp Throwing:

- A. The purpose of this event shall be to throw by hand, pulp wood between two stakes for accuracy.

B. Entrants:

Each team shall enter all six of its members.

C. Special Equipment:

No equipment may be used other than hands.

D. Procedure:

1. Number 1 man shall throw the three pieces of pulp, one at a time, his foot not crossing the line between the stakes in his pit on any throw, from pit "A" to number 2 man to pit "B".
2. Number 2 man shall not retrieve the pulp until the third piece lands and comes to rest, at which time he shall retrieve and throw the pulp back to pit "A" and number three man.



3. The pulp will be thrown until forty-eight points have been made by the six entrants.

E. Scoring:

1. A point will be earned by a team when a piece of pulp lands and stays between the stakes in a pit.
2. The team score shall be determined from the total time used by a team to make the forty-eight points.

VII. Fire Building:

- A. The purpose of this event shall be to boil soapy water in the shortest time with the use of a minimum of materials.

B. Entrants:

Each team shall enter two men who may not compete in the felling for accuracy event and scoot loading.

C. Special Equipment:

1. Bolts (one ash and one birch) will be numbered and entrants will draw the bolts and position according to their team number.
2. No other material may be used in the fire than the bolts.
3. Three wooden matches shall be provided for each entrant team by the committee. If three matches are not enough there will be a judge located 100 yards away with matches. One man from the team may get one match from that judge. He may return for more if needed, but there will be only one match given per trip.
4. One axe only may be used.

D. Procedure:

1. At the starting signal, team of entrants shall start to build their fire. The birch bolt may not be cut or peeled prior to the signal for the beginning of this event.



2. The water cans may not be tilted over the fire. They must be perpendicular to the fire. Once the fire is lit no re-adjustments may be made.

E. Scoring:

The entrants shall be timed from the starting signal until the soap solution boils over the edge of the can in sufficient quantity to produce a hissing sound and dampening effect on the fire beneath, or until a team withdraws from the event. Points will be awarded to teams who boil water over their can only within fifteen minutes of the team which boils water over their can first.

VIII. Pack Board Race:

- A. The purpose of this event shall be to lash a blanket wrapped closed sandbag and a #5 size frying pan (over  $10\frac{1}{2}$ " ) to a pack board and run a course (about 1 mile) relay with the load for speed.

B. Entrants:

Each team shall enter all six of its men in this event.

C. Special Equipment:

1. A pack board, lashing material, frying pan and blanket shall be supplied by the entrant team.
2. The pack board may have any combination of open hooks, none of which may touch the sandbag when it is lashed on. This precludes the use of a shelf or similar device.
3. The closed sandbag shall weigh fifty pounds.

D. Procedure:

1. Prior to the starting signal, the lashing rope shall be coiled, free of knots and on the ground; the blanket shall be spread flat on the ground; and the sandbag and frying pan shall be on



the ground and clear of both the pack board and blanket.

All this equipment and the man who is to start the event for a team shall be in the starting area.

2. At the starting signal, the first man will wrap the sandbag in the blanket, lash these and the frying pan to the pack board, and run to the first change off station. Each man proceeding with the pack to the next change station and giving the pack to the next man.
3. The transfer of the pack must be made in the transfer area, which will be ten feet long.
4. During this event, the packboard may be supported with the hands but at no time may the load itself be supported with the hands.
5. The packboard and load may be rebound by an entrant during the event if the load shall come loose and touch the ground. An entrant may re-lash the load at anytime at his option, but whenever the load is relashed, it may be done so by only the entrant involved in the event at the time.

E. Scoring:

1. The team score shall be determined from the total time taken by the team entrants from the starting signal until the sixth team entrant has completed his run with the load.
2. The timing of this event shall not be stopped or delayed for re-lashing or any other reason other than team withdrawal from the event.

IX. Log Rolling:

- A. The purpose of this event shall be to roll, with the aid of peavies or cant hook, a log over a course for speed and accuracy.



B. Entrants:

Each team shall enter all six of its men in this event.

C. Equipment:

All entrants must supply their own peavies. Any number of peavies may be used.

D. Procedure:

1. Prior to the starting signal, the log shall be resting against both stakes at one end of the course.
2. At the starting signal, the first two entrants shall roll the log with their peavies to the far end of the course where the log must hit the two stakes, not necessarily simultaneously, or be peavied into position until this requirement is fulfilled.
3. The second team of entrants, at the signal from the judge, shall roll the log to the other end of the course and meet the same requirements, and so on until the third team of entrants has finished their roll of the course.

E. Scoring:

1. The peavy shall be in contact with the log and/or in the entrants possession. No penalty will be envoked if the peavy should be dropped. As long as this requirement is met, feet and hands may be used to control the log.
2. The team score for this event shall be determined from the total time taken to make the three rolls of the log.

F. Comments:

1. No team shall peavy the log prior to entering the actual competition.
2. The log shall start from the same end of the course for all



teams and shall be returned to the starting end for the next team by entrants who have already finished the event.

3. The log will be marked and will be placed into the same position for each team.

X. Scoot Loading:

A. The purpose of this event is to load three logs on a scoot for speed.

B. Entrants:

Each team will enter two men who shall not compete on the fire building event and the felling for accuracy event.

C. Special Equipment:

1. See diagram next two pages.
2. Each two-man team will use peavies in rolling the logs.

D. Procedure:

1. The two participants will stand behind the starting line.
2. When the judge starts the event either one or both men will run up to the scoot and remove the stakes from the scoot and lay them on the scoot like a ramp.
3. The logs are then rolled onto the scoot, in their proper place, and the stakes are put back into place.

E. Scoring:

1. Failure to have hold of, with one hand, the peavey at all times shall result in disqualification or penalty unless it is adjudged that the peavy was trapped by the rolling log.  
(Except as noted below)
2. The time shall run from the starting signal till the placement of the stakes on the scoot after the scoot has been loaded.
3. Timing for this event will not be stopped for any reason other than team withdrawal.